



aktin

The future of education

www.aktin.pl



About us

We are a family company named Aktin with a 25-year history. Founded by a father, we now consist of two daughters, their husbands, and long-standing employees. Our strength lies in mutual support and a diversity of interests. We aim to create the "school of the future." The key to our success is the ability to work towards a common goal. Our salespeople carefully listen to the needs of schools to provide the best solutions.

We continuously introduce new technologies to schools. After participating in the largest educational fairs in Europe, we **began using VR and AR in multi-subject teaching, including 360-degree visualizations and 3D objects.** We identify ourselves as the "**pink aktin family**" and strive to create such an atmosphere at work every day. **Our goal is to make the school modern and inspiring.** We proudly call ourselves a team.

ARKADIUSZ
TRZEBIŃSKI
CEO,
AKTIN SP. Z O.O.



Meet Fable!

**Educational modular robots
for STEAM learning.**

A 21st-century educational tool created to support teachers in all subjects and classes.

Fable Go and Fable Explore are easy to program modular robots for children age 8 or 9 years old and up, using Fable Blockly software.

Teachers use it to engage children in STEAM education, so the students are better equipped for the job markets of tomorrow. Solid STEAM education from an early age is crucial to developing an innovative mindset and to obtain the necessary skills for navigating in the future.



A complete learning tool

Fable comes with robot modules, programming tools and teaching materials adapted to common goals



Countless possibilities

You can click the different modules together in innumerable different ways and build countless different robots.



From idea to robot in no time

Ideas can be tested very quickly because a robot can be assembled and dismantled in less than a minute.



User friendly

The system is simple enough to be used by 8 year olds, challenging enough for 16 year olds, and flexible enough for high school and further education.



A robot that grows with the student

Fable is a modular construction set that anyone can use to build their own robot in just a few minutes. You can click the different modules together in no end of different ways to make your robot's body, and give it senses and movement. Depending on your experience, you can program the robot with simple-to-use or professional tools. In just one lesson.

The Fable system is composed of three types of modules:
Function modules, build modules and extension modules.

- Robust design, strong enough for rough treatment at school.
- Quality components with powerful motors and accurate sensors.
- No wires or cables: wireless programming and rechargeable batteries.
- Strong magnetic joints, easily clicked together.
- Quick to get ready and clear up, leaving more time for teaching.
- Unique building system that can be scaled from just a few modules to very many modules.

Dongle

Fable is controlled wirelessly via a dongle linked to your PC via a USB.



FABLE MODULAR ROBOT



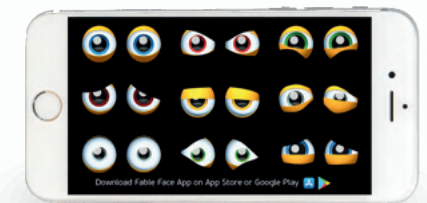
fable
go

- Fable Hub
- Fable Spin
- 2X Modules
- Pen Holder
- Accessory Adapter
- Phone Holder Up
- Fable Plow
- Foam Ball
- Cables



fable
explore

- Fable Hub
- Joint Module
- Fable Stand
- 4XY Module
- Flex Phone Holder
- Throwing Arm
- Ping Pong Ball
- Ball Stand
- 2 Accessory Adapters
- Fable Fork
- Maze + 2 Steel Balls



Make a Social Robot

What does it take to make a robot social and engaging? With the Fable Face app you can use your phone to give Fable a face! You have the ability to control Fable's expression using the eyes. Change the iris or eyelid colours, the shape of the eyes and the overall expression. Download Fable Face here. It's free!

Easy to program

User-friendly programming tools are a crucial part of Fable.

The design of the programming tools means you can differentiate teaching, and this helps students to gradually progress from the simple, visual programming language to a more powerful, textual language. Today, we support the Blockly visual programming language, which provides an easy-to-understand introduction to programming, and the Python textual language.

Compatibility

It support as many of the technologies applied in the education sector as possible, and the 'bring-your-own- device' approach.

- Windows Vista, 7, 8, 10 and Mac OSX
- Data processing with MS Excel, Google docs

The programming interface

Using a USB dongle, the students program their Fable robots wirelessly on an interface running on their own PCs.

The interface is divided into different levels depending on the students level of competence, from very simple visual programming with Blockly, over more advanced visual Blockly programming, to powerful textual programming with Python. It's also possible to perform simple data processing on the interface with graphs,, or to log data to files for later processing, e.g. in MS Excel.

1


Sæt donglen til din pc

Put the USB dongle in your computers.

2


Installer fable software og du er nu igang

Download and install the program from www.shaperobotics.com

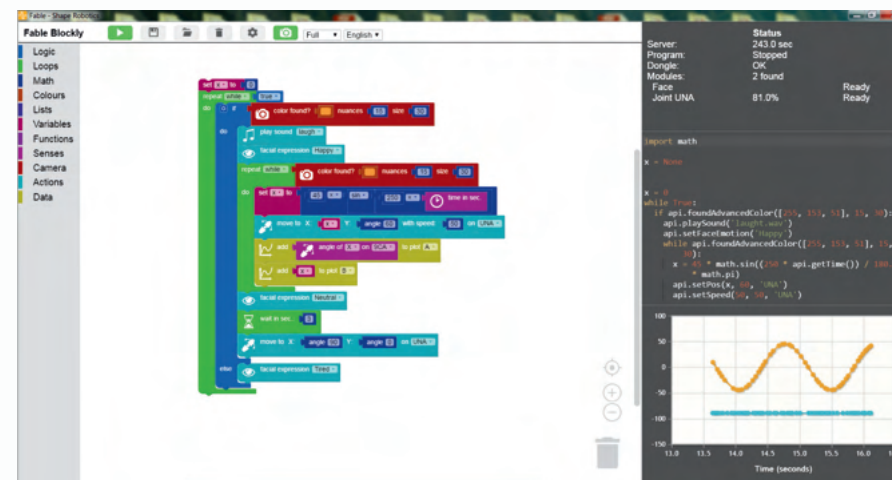
3


Vælg 2 ens farver på modulet og donglen

Click on the dongle and the movement module until they are the same colour.

4

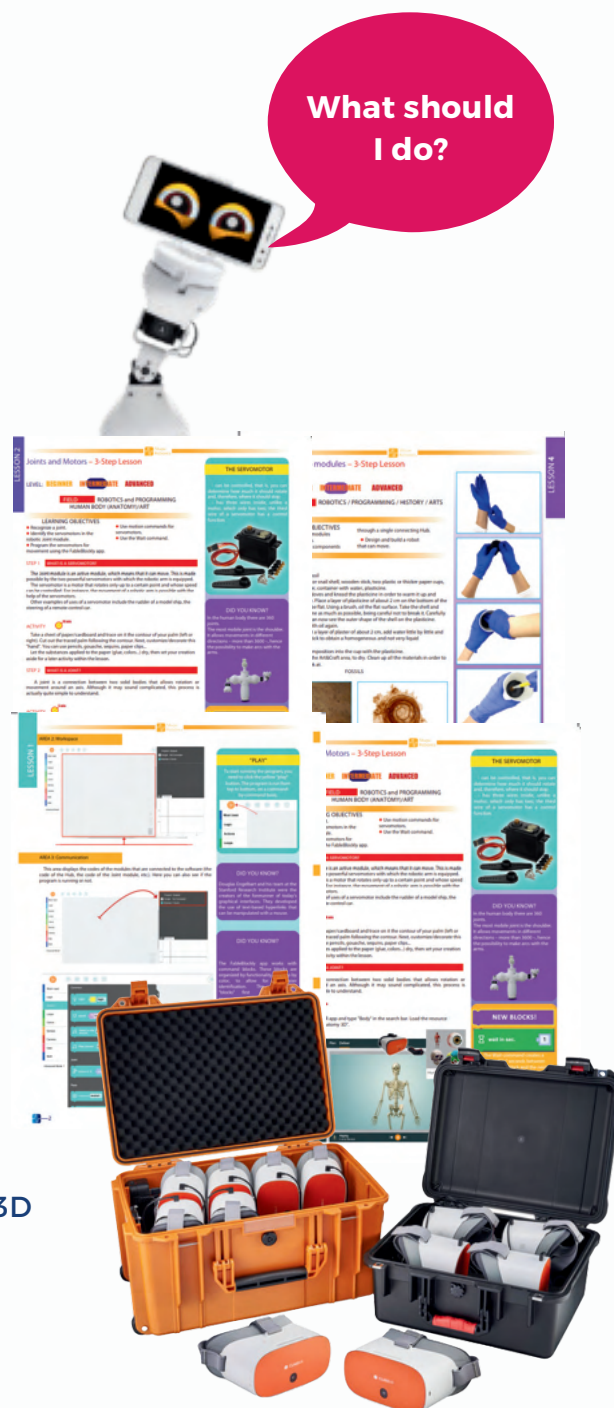

Start the program and use your mouse to combine programming blocks like a jigsaw puzzle. Run the program. Now your computer will emit a sound and Fable will move as you have requested.



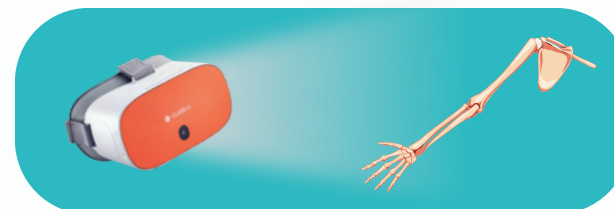
Compatible with ClassVR



We've prepared ready-made lesson plans for you.
Program the robot in dozens of different ways.
Utilize our database of ready-made 3D models and print additional robot parts with a 3D printer.
Use ClassVR goggles to enhance reality.



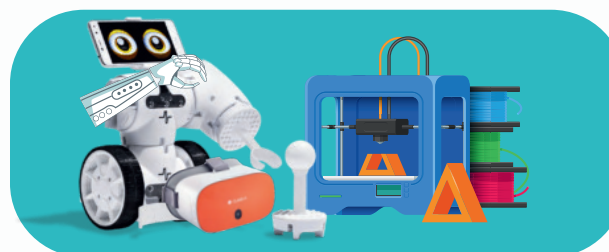
1. Visualize the model using ClassVR.



2. Print the missing part using a 3D printer.



3. Program the Fable according to the instructions.




VIRTUAL REALITY

Globally, virtual (VR) and augmented (AR) reality are becoming key elements in STEAM education.

We are the leading sellers of ClassVR goggles in the world!



VIRTUAL REALITY CLASSVR

 **CLASSVR®** This is the most advanced technology created for education. Thanks to it, your students will absorb knowledge more effectively and participate more eagerly in classes. Not familiar with this technology? Don't worry, you will receive from us a complete package of support materials, and we will provide you with professional training on how to use virtual reality in your lessons!

The set features an intuitive menu and easy access to educational content located on the teachers' portal. All content is displayed simultaneously and transmitted from the teacher's computer to the VR goggles used by the students. Every student is at exactly the same point in the lesson, allowing the teacher full control over the tasks being performed and ensuring that students are fully engaged and focused on each task.



The system has been designed to fully engage students in creative and exciting teaching. Visualizations of places in 360° mode, three-dimensional objects, and complex structures at your fingertips - all of this takes lessons to a completely different dimension.

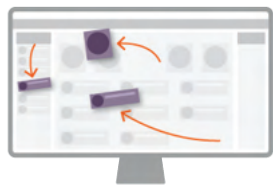
ClassVR offers over 3500 available resources covering more than 19 thematic areas, including:





Plan and manage the lesson

You have full control over what the students view at any given moment. Plan lessons from anywhere to later play them in class. Create your own libraries that you will use for years to come. During the lessons, you will have a complete view of what is happening in the goggles of each student.



The selected lesson is available with just one click.

You can independently create lesson scenarios and select content from the resource bank.



Simultaneous Display

The ClassVR portal enables the teacher to deliver a defined playlist of resources to all goggles simultaneously.



Dynamic Points of Interest

With ClassVR's dynamic point of interest feature, teachers can guide students to look at a specific part of the VR experience simply by clicking on any area of the 360° image being played.

Join the community of ClassVR enthusiasts.



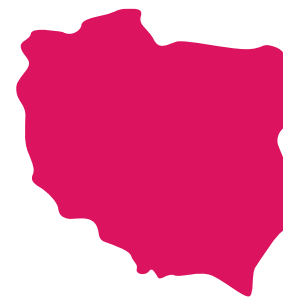
CLASSVR® POLAND



CLASSVR®

February 2020

That's when it all began. We brought the ClassVR system back from the largest educational fair in Europe. At that time, VR and AR technology were unknown to Polish schools. We faced a very challenging task. First, we had to demonstrate how important experiential learning is in the educational process. Later, it was essential to convince directors and teachers to believe in ClassVR as strongly as we did. Our mission is to modernize education. It's no wonder that at that time, we set ourselves the goal of introducing the most advanced technology to as many institutions as possible.



Currently, we are already in over 3,500 Polish schools!

In 2021 and 2022, we earned the title of the best seller of the ClassVR system WORLDWIDE! What does this mean? Polish schools are among the most advanced! We have become the general distributor of ClassVR in the country. Up to this point, we have trained over 10,000 teachers. We have conducted more than 100 webinars, discussing ways to use virtual reality in the classroom.



AVANTIS WORLD®

Imagine being able to take your students to the Moon, swim with them through blood vessels, meet dinosaurs, or climb a beanstalk - all from any device, no matter where you are.

Avantis World allows students to discover, explore, and experience unimaginable things - all from the metaverse, in the first educational virtual reality amusement park!

Educational Virtual Reality Lands

Just like any other theme park, Avantis World is divided into lands with various zones and scientific scenes for students to explore independently. Each scientific scene offers a fully immersive experience where students can discover, delve into, and investigate the environment as if they were there in person.

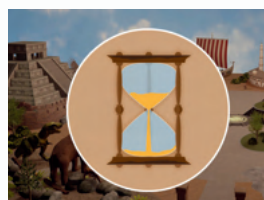
Take your students to places you never imagined possible. From the moon to the inside of a plant cell, Avantis World allows for the exploration of the impossible!



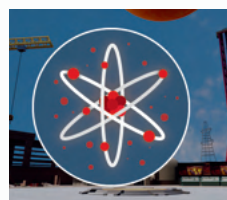
**LITERACY
LAND**



**GEOGRAPHY
LAND**



**HISTORY
LAND**



**SCIENCE
LAND**



Use ready-made lesson plans available on the teacher's portal.



Explore the world of science together with your students.



Create your avatar and conduct lessons in a virtual classroom.



DEVICE DESCRIPTION

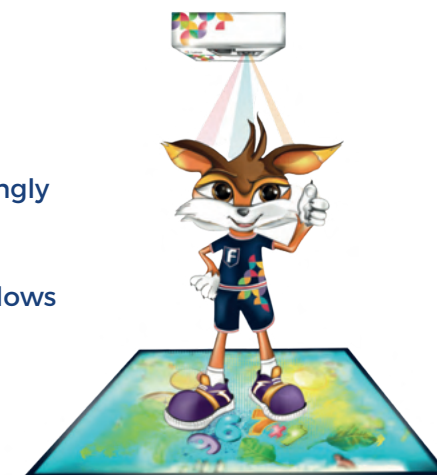
- ⚡ 3200 ANSI
- 🎮 110 games:
 - ▲ EDU Package (50 games)
 - ▲ FUN Package (50 games)
 - ▲ Ecology Package (10 games)

THE SET INCLUDES

- 📦 Interactive FunFloor EDU
- 🔧 Ceiling mounting bracket
- 🔧 Installation kit
- 📶 Remote control
- 📖 User manual

Funfloor Interactive Floor

FunFloor Interactive Floor is an advanced multimedia device which amazingly transforms any floor space into a thrilling interactive world. It consists of a projector, motion detector system, specially designed software and a computer - all of which are set into one casing. The adapted technology allows to move about on the displayed image which senses our movements.



Education

When using FunFloor Interactive Floor, children engage all their senses, which combined with movement, makes the FunFloor teaching method extremely effective and attractive. Specially designed games enhance learning, build curiosity and develop children's desire to discover. While playing and performing tasks on FunFloor Interactive Floor children take great joy in learning.



Cyber Fox - multimedia meets education for pre-schoolers

The application can be used on monitors and interactive boards. It also work great with regular tablets and android-based touch-screen devices.

The product allows the teacher to rework issues from the core curriculum in a varied and engaging way. Tasks and educational content are tailored to the needs of preschoolers, thanks to which they positively affect the development of children.

The game starts by watching an animated story introducing the game's plot, then the teacher can choose one of two game modes:

- **An adventure mode** - where children go through all the tasks until all the game's objectives are reached.
- **Teacher Mode** - where the teacher can test the assignments before doing them with the kids.



Activities available in the application:



Adventure on the Digital Plantation



Adventure in the Hot Desert



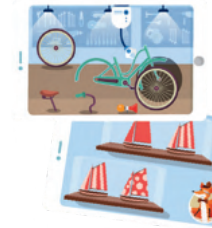
Adventure at the Machines Museum



Logic games



Math games



Memory games

The Cyber Fox app is a combination of entertainment and education that supports the development of preschool children in various areas and topics:



Math



Logical thinking



Memory



Language and vocabulary



General knowledge



Environmental awareness

Teaching aids

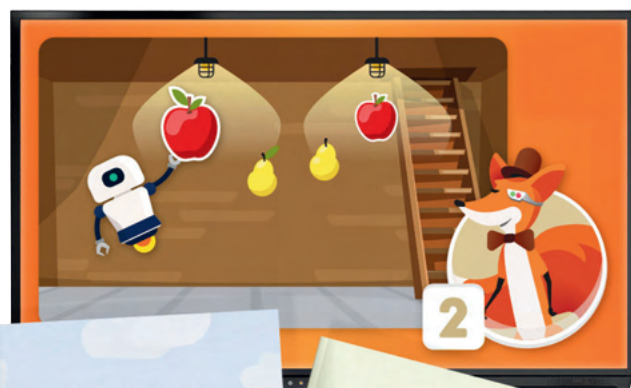
We also provide:

Teacher's book - containing the app manual, guidelines on how to use the app during preschool activities, and descriptions of all the games and activities.

Worksheets - offline games and exercises ready to print and use with your students.

Lesson plans - sample lesson plans describing how to conduct a full class using the app.

Kids love this app!





Smartboard



Smartboards in schools facilitate learning by engaging students with dynamic and interactive content, and allow teachers to easily access a wide range of digital educational resources, making lessons more diverse and efficient. They also encourage collaborative learning, with multi-touch features that enable multiple students to interact with the screen simultaneously.

INTERAKTIN 65' 75' 86'

Key Features:

- 4K UHD anti-glare display for detailed, clear images.
- Zero bonding technology for brighter visuals and smoother touch.
- Ultra-narrow, equal-width bezel for a sleek look.
- Elegant minimalist design with geometric lines.
- 8MP HD camera for enhanced remote collaboration.
- Omni-directional 8-array microphone with an 8m pickup distance.
- Dual Wi-Fi support for both connectivity and hotspot functions.
- Dual-channel, 6-array speakers for quality surround sound.
- High-precision infrared touch technology supporting up to 20-point touch.
- Bluetooth 5.2 for faster data transmission and lower power use.
- User-friendly 4K UI, similar to mobile phone operation.
- Quick tools like annotation and screenshot for improved interaction.
- Wireless screen mirroring for Android, iOS, and Windows devices.
- Fast file transfer via QR code.
- OTA remote upgrade for online system updates without data backup.



A modern computer lab with computer terminals

Computer terminals find application in schools. Terminal technology, using vCloudPoint terminals, allows for sharing the resources of one computer or server among multiple users without incurring excessive costs.

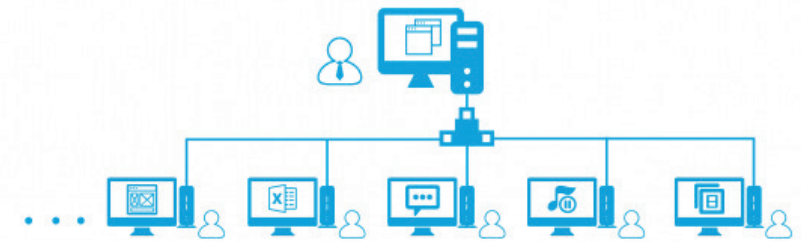
A huge advantage of desktop virtualization, or vCloudPoint computer labs, is the reduction of investment costs compared to purchasing traditional PCs (lower price of buying a terminal computer lab), much lower operating costs, and up to 90% less electricity consumption.

This is of great significance for computer labs in schools!

The use of vCloudPoint computer terminals is a particularly cost-effective solution for education due to the favorable pricing of software licenses. Such computer labs are successfully operating in many Polish schools! In addition to classic terminal labs, schools are opting to implement language terminal labs and science labs.

Benefits

- **Very low maintenance costs (one system, one set of applications, one computer to administer).**
- **Savings on energy costs.**
- **Ability to use existing equipment - monitors, keyboards, mice.**
- **Easy system updates in the future - you only update the software on the server, in one place, while the terminals remain unchanged.**



How does terminal technology work?

The vCloudPoint terminal services technology allows for the sharing of resources (processor time, RAM, disk space) of a single central computer - a terminal server - among multiple users. In this way, through desktop virtualization, up to 99 users (virtual desktops) can be connected to one server.





Good Chair

What is a Good Chair?

A good chair is a preventative product. It can be used by children as well as adults with good posture, or posture disabilities.

A good chair guarantees maximum comfort, overcomes the effects of prolonged sitting, and protects our health.

Because of its shape in the area of lumbar lordosis, it enforces the pressure on tumors ischiatic, stimulates the correct position of the pelvis, which is the basis for the correct setting of the upper segments of the spine. As a result, the chair is the answer to all the posture problems. (in particular the ones regarding the spine and back). The chair is a preventative measure in terms of physical fitness of teens.

Statistics are alarming- about 90% of kids have posture defects. . A properly chosen chair and bench have a huge impact on the formation of correct body posture.

Did you know...

The Good Chair has been designed to care for your students' correct posture. Its special shape protects the thoracic, lumbar, and sacral regions of the spine. The chair encourages proper posture while sitting. Take care of your students' healthy spines! Choose the Good Chair and prioritize ergonomics and good looks.



CHOOSE YOUR COLOR!





We are creating the future of education worldwide.



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ANY QUESTIONS?

Call us - Customer Service is open from 8:00 AM to 4:00 PM
on working days, or chat with us online.



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